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GAMES

MICROCOSM™



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Scenario

In the year 2051,
planet Bodor is a
dark and
forbidding place..

FOREWORD

A single sickly yellow ray of sunlight struggles to pierce its way through the thick smog and noxious clouds, signaling the start of a new day on Bodor.

The population of the planet, the fourth from the sun in the Bator system, rises once again to face the oppressive corporate rule. With eighty-two percent of the population living on a mere two percent of the landmass, disease, poverty and crime are a way of life.

The rest of the planet is uninhabitable, not due to natural causes, but for what lies below it, the untold riches which are mined by the Corporations. The Corporations take what they need from the planet, leaving toxic and barren wastelands behind. The few areas which haven't been mined yet are fiercely guarded, both against invasion from other Corporations, and from unwelcome settlers.

For a select few, the dark and polluted planet provides an appropriate backdrop for their dark dealings, a place from which their wealth allows escape to neighboring planets whenever necessary. For the general masses, Bodor provides a hellish life, with little protection from the toxic atmosphere. In the cities, life is hard. The vast majority of the population live in barely habitable buildings, where disease spreads like wildfire. These circumstances, and the fact that poverty is a way of life for most people, makes armed assaults and robberies commonplace.

Away from the cities and away from the Corporations' tyrannical rule, there is no work to be found, no food to eat, only polluted water to drink, and absolutely no protection from the harsh radiation of the sun and atmosphere. This, coupled with the hostility of the corporations towards trespassers on 'Corporate-owned' land, almost guarantees that life away from the cities is certain death.

In the midst of this oppression, two Corporations dominate the battle to achieve premier status in the business world, to become the company commonly known as **Corp 1**. The raging corporate war between Cybertech, Inc. and Axiom had long been at the center of public awareness. Cybertech did

not want the war, they were merely players. Their only crime was being **Corp 1**.

Although no evidence had been brought forward to substantiate the claim, it was publicly known that Axiom held Cybertech responsible for the death of their former President. Ever since that time, Argen Stark, the new president of Axiom, has been desperate to find a way of regaining **Corp 1** status for his company, and he is willing to take any measures necessary to accomplish this goal. The declining fortunes of Axiom were becoming dangerously apparent, as Cybertech's huge empire continued to grow at an alarming rate.

Little did Stark know that the ideal opportunity was about to present itself. A devious scheme to wrest control of Cybertech was about to appear in Stark's office. In one sweeping motion, Stark would be able to bring Cybertech to its knees, and bring Axiom back into the dim limelight of being **Corp 1**.

CHAPTER I

Argen Stark stared blankly out of his office window over the sprawling metropolis that lay before him, only half listening to his so-called right-hand man's latest scheme. The yellowish-brown pallor of the sky, combined with soot-streaked buildings painted a picture of a city in despair. On the other side of the city, barely visible through the smog, Stark could just make out the silhouette of the enormous Cybertech building, like a demon in the mist. Stark would give anything, take any risk, to control that demon.

Suddenly, Stark's mind raced as the full impact of Karver's words hit home. Karver's devious proposal would, if it succeeded, give Stark the edge he needed to put Axiom back at the top where it belonged: as **Corp 1**.

It was an idea which made Stark's heart pound. Risky? Very. But the potential advantage, if the scheme, succeeded was limitless.

"Sir, if we merely killed him they would only 'elect' another president to lead Cybertech. Just think what we could achieve if we actually took control of Korsby. He would be our puppet, and Cybertech would be ours to do as we — excuse me — you please!"

Korsby had created a business dictatorship since becoming President Elect of Cybertech, Inc. Under his direction, it had taken only seven years to elevate Cybertech from **Corp 75** to the position it currently enjoyed; the man was regarded in all Corporate circles as a genius. His policies and ruthless control of Cybertech had turned the Corporation into a lean research and development war machine. Korsby's brilliant business sense had made it nearly impossible for other Corps to compete. Business had not been good for Axiom, nor for any of the other competing Corps.

"Sir, you would have total control of Cybertech as well as Axiom. Your power would be incalculable."

"Ok, Karver, you have my attention. What's your proposal?"

Karver smiled. He loved it when the boss liked one of his ideas. Not only did being appreciated by the great Argen

Stark massage his ego, but Stark's praise was often accompanied by generous compensation packages. These huge monetary rewards allowed Karver to live an enormously extravagant lifestyle.

Karver strode across the office to the door, and Stark waved his hand over the discretely illuminated unlock sign beside his enormous oaken desk. The door swished open and Karver beckoned through it to a diminutive figure silhouetted against the darkness in the hallway.

"Allow me to introduce Dr. Knowles."

A small man, slightly balding and with a pale complexion, stepped through the doorway to stand beside Karver. He seemed lost in Stark's cavernous office.

The door swished shut and Stark's hand passed over lock.

"Doctor," greeted Stark. He recognized the Doctor immediately as one of Cybertech's most prestigious employees, responsible for the development of all of their major projects. A university graduate, he joined Cybertech as soon as he had graduated, hand picked by Korsby.

Knowles approached Stark's desk and only when he'd reached its highly polished edge did he notice the two large gentlemen standing either side of the President of Axiom.

"It's a honor to meet you, Mr. Stark." The Doctor held out his hand in the hope of a formal handshake from the President.

"I know it is, Doctor." Stark ignored the hand. "Now, what can you do for me?"

Quickly replacing his hand behind his back, the Doctor answered: "I have been perfecting the science of miniaturization, Sir."

"Miniaturization?" Stark laughed a hollow laugh. "A subject still very much in the early stages of development I believe."

"Perhaps that was so a few months ago, Mr. Stark, but it's

not the case now. My research has made tremendous progress in the last few weeks. It's now at the point where it may be useful to someone such as yourself..."

"Continue, Doctor."

Knowles obliged. "Incredible though it may seem, I have at my disposal the technology to get you inside a living human body. Not literally, of course, but we can place an entire platoon of military devices and a roomful of computer equipment within a space no larger than a few cubic millimeters. From this point we could actually take control of that body by entering the brain. For the past year, I have been working on Cybertech's most advanced program yet called MICRO, Military Internal Cruise and Recon Operatives. The secret of miniaturization."

Stark's face turned gray at the thought. Axiom had spent billions researching miniaturization, and had finally lay the project to rest last year, the conclusion being that it was impossible.

"I can tell from the look on your face, and from what I have heard from certain sources, that Axiom has tried and failed in this objective. Not only have I succeeded, but I have extended my research further to come up with a, shall we say, 'inventive' use for it."

"To be more precise," Karver interjected, "We could enter a certain Mr. Korsby's mind."

The Doctor paused for effect before continuing.

"I have built certain devices which, when miniaturized, can be injected into Korsby's body where some - I call them VO Capsules - will seek out certain targets. Most importantly, one device in particular is targeted for his brain. This special device is called Grey M, an intelligent droid which, when miniaturized and injected into a body, finds the nerve center, and attaches itself to it. Once attached, Grey M is able to intercept the pulses from the brain and replace them with different ones. In this way, we could inject Grey M into Korsby and control him, by remote, from anywhere on the planet via my Brain Implant Receiving and Translation console, BIRT for short.

"Grey M will allow us to receive impulses from Korsby's body and either act on them or ignore them, as we choose. We'll also be able to intercept commands from his brain and decide whether to let them pass - if they're standard bodily functions such as breathing, blinking and so on - or replace them with our own instructions. We, or rather you, sir, will have complete control of the man, and neither he nor his subordinates will suspect a thing."

Silence filled the massive office.

Stark stared at Knowles. He made the doctor feel very uncomfortable, even though Knowles was confident that if Axiom didn't want his idea then Starr Commodities or Pan-Bodor probably would. Of course, since Axiom was **Corp 2**, they were in a position to pay a great deal more money than some of the smaller companies.

Stark gestured for Karver to come close. Karver reacted immediately by skirting the desk to stand beside Stark.

After a few moments of inaudible conversation and a number of curt glances at Knowles, Karver returned to his position beside the Doctor. Knowles threw him a quizzical look to which Karver replied with a gesture towards Stark. The doctor's attention returned to Axiom's President.

"I see one or two potential problems with your ideas, Doctor. Perhaps you would care to put my mind at rest by answering a few questions."

"I assure you that everything has been worked out to the smallest detail," Knowles replied, somewhat nervously.

"Doctor, what is it that has motivated you, as one of Cybertech's chief research scientists, to present such a proposal to me?"

"Over six years ago, I started work at Cybertech and became the Chief Research Scientist working with and under Korsby. I was second in line and highly respected for my work, both in the past and present. All that has changed. For the past two years, as the company has grown, I've found myself being pushed further and further out, to the point where I now feel my only role is as a scientific consultant. Korsby has pushed me sideways to 'allow' me to concentrate on my other role as Cybertech's foremost

surgeon." For an instant, Knowles' face hardened, hinting at the resentment he felt at being treated this way.

"How much will this venture cost me?"

"Ten million dollars. Five million up front, and five million due after you take control of Korsby yourself."

Stark didn't flinch. Instead he asked: "Will Korsby's body react to your devices? The human body naturally objects to invasion by alien bodies."

"The body does have very good defense mechanisms: it fights against invasion by unknown organisms. It can distinguish between what belongs in the body and what does not, and reacts against any cells that are not recognized. Part of my research has been to deceive the body into thinking my devices are a part of itself, a technology which I'm personally very pleased about."

"Continue."

"To achieve this we use immunosuppressive drugs. These, combined with the closely matching 'tissue types' of man and machine should do the trick. I already have Korsby's DNA on file."

"If we send Grey M straight to the brain, why do we need my devices to target other organs in Korsby's body?"

The Doctor noted Stark's assumption that the project was already in his possession, but he decided to let it slide. "If things should go wrong, they are there simply as a fail safe. That is, if we can't have him then no-one can."

"Why couldn't we just self-destruct Grey M? Surely that would be sufficient to destroy Korsby."

"Well, Mr. Stark, there are more reasons for the additional devices."

"And that is...?"

"My miniaturization project is very innovative, and I know that I'm further ahead in this field than anyone else."

"This is absolutely true, Mr. Stark." injected Karver, "That's why he's here."

"Continue, Doctor..."

"But, I cannot guarantee that nobody else has this technology. My entire research group, of course, has access to my technology. If another factor did indeed have this technology, they could discover what we were doing and approach Cybertech with their findings. We could then find ourselves having company in Korsby's body. This other factor may itself attempt to take control of Korsby using my...err, your devices. Of course any tampering with Grey M will result in activation of the VO Capsules, whose specific function is to release designer viruses to attack and infect vital organs."

"You're telling me that my devices are to be placed specifically to discourage an 'outside' attempt to prevent our control of Korsby?"

"Not exactly, as they will have certain other functions to perform. However their main task is as a deterrent. Cybertech has never had such a powerful leader as Korsby, they'll do almost anything to keep him alive. Should another factor enter the body, Grey M will inform us right away and the assailant will soon become aware of the magnitude of the task ahead of him."

"Knowles, if Cybertech were to find out what we're doing wouldn't they dispense with Korsby, realizing he was our... puppet?"

"Mr. Stark, they might discover we were inside Korsby, but they wouldn't know why. They would logically suspect us of merely attempting to kill Korsby, not of actually controlling him. Negotiations for his life would probably take place, during which time we would still have control of Korsby and Cybertech."

Stark got up from behind his desk and gave brief instructions to one of his guards to obtain a security profile on Knowles. The guard walked to the door, and Stark unlocked it for him. The guard disappeared, accompanied by the sound of the door swishing shut.

From close up, Stark was an overwhelming man. He oozed power... and knew it. His very presence unnerved Knowles. "Surely, they would notice a difference in Korsby's mannerisms. It must take some time to intercept messages from the brain, translate them, decide what action is to be taken and then send instructions back."

The Doctor, sensing that Stark was very close to deciding in his favor, realized this was the moment to reveal his crowning achievement. "Sir, whoever takes control of Korsby will himself be connected to BIRT, which enables messages to be dealt with at the speed of thought. Any delay that might occur would be negligible."

"And does that require the controller to be implanted with a similar Grey M device?"

"No Sir, the control interface would be through a highly sophisticated helmet, equipped with brain-sensing electrodes."

Stark frowned, "I'm still not convinced. There are too many unknown elements."

Karver cleared his throat to begin speaking, startling the already jumpy Dr. Knowles. "Sir, in three days' time, Korsby is being admitted to hospital to have a tissue regeneration operation. We can arrange for Dr. Knowles to carry out the surgery. Dr. Knowles will then have the opportunity to plant the miniaturized devices for us. Once inside Korsby, the devices will establish themselves in the proper areas in the body within minutes. With all the devices in place, we will have complete control of the president of Cybertech. Even if we only have time to make one or two decisions or to sign a few documents before we are discovered, it could be sufficient to bring about the fall of the Cybertech dynasty. A few hours as head of the Corp could be invaluable to Axiom. The opportunity is too good to miss."

A faint beep from Stark's desk interrupted the ensuing silence.

Stark went back behind his desk and glanced at his data console for a few moments. He then sat back in his voluminous chair, reclining it slightly. He stared at Karver, then at

the Doctor. "Gentlemen, I have made my decision. Proceed. Obviously, this mission is to be kept absolutely top secret. There must be no way I can be connected with this venture. If you fail, expect absolutely no support from me. Doctor, I expect an update tomorrow at 11."

Stark opened the office door with a curt wave, and turned his attention to his data console.

Dismissed, Karver and Knowles left Stark's cavernous office to finalize their plans...

CHAPTER II

Slater had been stuck as a Corporation Registered Nurse at Cybertech's Corporate Medical Wing for just over five years. His lack of promotion was not so much due to his lack of ability, but more to his general disinterest. However, he was quite happy with his lot in life, or at least that's what he kept telling himself.

Late for duty as usual, he was still trying to get his arm into the sleeve of his sterile overall as he read through the duty roster. What thrilling encounters were in store for him today?

10:30. Theater 12. Tissue Regeneration.

Medical Team:

Senior Surgeon:	Dr. R. Knowles
Assistant Surgeon:	Dr. A. Wood
Anesthetist:	F. Clerkson
CRN:	A. Lopez
Auxiliary CRN:	N. Slater

Slater's usual pace through the hospital corridors was a flat out run. He made it to theater three minutes late, with his sterile overall flapping behind him.

Lopez was not impressed, but then she never was.

"If Dr. Knowles had arrived in theater before you, Slater, this would have been your last appearance here."

One good thing about arriving late was that the patient was prepared for surgery and all the equipment had already been checked. "Great," thought Slater, "Nothing to do now but stand around and look interested."

Dr. Knowles entered. "Good Morning everyone."

"Good morning, Doctor." chorused the staff.

"Shall we begin?" asked Knowles

"Begin??" thought Slater. "Begin what? All we do is watch machines and computers do all the work."

The prep table upon which Korsby was lying levitated, and carried him into the tubular operating module. The table slid back out with a whisper, leaving Korsby suspended amid the latest in medical technology. No expense was spared for Cybertech's operating theater. The human role in modern medicine was mostly reduced to monitoring machines and activating the auxiliary systems in the rare event of some sort of computer or machine failure.

The operation lasted less than a minute and proceeded without complication. Korsby's anaesthetized body was soon lying back on the prep table waiting to be returned to his private hospital suite. The call went out to the porters, and the medical team disappeared into the vast complex of squeaky-clean corridors to go about their other business of the day.

Slater was about to enter the hospital's cafeteria when he realized he'd left his theater cap behind. To be found in theater without the proper attire was a dismissable offense, and Slater had another op to attend this morning. No problem, he'd just go back and retrieve it.

He returned to theater to find Knowles and two other men bending over the patient. Stopping by the doors, Slater watched, puzzled. They seem to be injecting Korsby with something. Slater watched, fascinated, as the mystery crew were using one of the old-fashioned syringes. Easing the theater's swing doors closed, Slater left a small gap through which to survey the proceedings.

"These devices will distribute themselves around Korsby's body automatically, and wait until we activate them. Now, give me the capsules." The doctor was handed another syringe, which he carefully emptied into Korsby's arm.

Slater became concerned. Korsby should be in his suite by now, recuperating. Once an operation had been successfully completed, there should be no reason for the surgeon to return to the patient unless there were serious complications. And even then, a similar team of medics should be in attendance. The two men with Knowles didn't look or behave like part of a medical team - in fact, Slater didn't recognize either of them.

"Perfect... these devices will begin their function as soon as they enter the bloodstream." Knowles turned to one of his aides. "Grey M please..." After receiving yet another syringe, he returned his attention to the patient.

"OK, all the devices have been injected," said Knowles.

The three men straightened but Slater was gone before they turned to leave.

CHAPTER III

Concerned by what he'd just witnessed but not sure what it all meant, Slater propped himself up against the smooth corridor wall and began to digest what he had seen. Whatever they were doing, it was not in Korsby's best interests, of that he was sure. He felt compelled to report what he had seen to his immediate superior, Ann Lopez.

After finding Lopez in her office, he told Lopez about seeing Dr. Knowles and his two accomplices in the operating theater. Lopez just nodded with dull acknowledgment.

It wasn't until Slater mentioned the syringe that Lopez stopped filing papers and turned to face him. This was sounding more serious. Dr. Knowles was up to something — Lopez was quite sure of that — but what?

"Thank you Slater, I will see that the hierarchy is noted of your observations."

Slater turned to the door with a smug grin on his face, maybe he would get somewhere in Cybertech after all.

Lopez sat at her desk and tapped into her personal data console. After a short while, a breakdown of Dr. Knowles' career appeared on the screen in front of her. The terrible implications struck her immediately and she dashed out of the room, heading for the elevator. As she approached the elevator control console, she called out for an elevator.

The elevator responded quickly, and accelerated to top speed as it headed for the forty-second floor. Its fluid motion slid smoothly to a stop as its doors opened to admit Lopez.

"Please state identification, your Corporate code, which floor you are visiting and who you are visiting." The SL-A1 lift was one of Cybertech's more successful inventions.

"Lopez, A., A21-427-821-3911, Floor 46, Ferguson, J"

Instantaneously, the console in the wall of the elevator verbally acknowledged Lopez's security clearance and continued up the remaining four floors.

Lopez burst into Ferguson's reception area. James Ferguson

was Vice President of Cybertech, a very wealthy and powerful man, and the director of the entire forty-sixth floor, the control center of Cybertech's Scientific Research Division.

"I'm sorry Miss Lopez but Mr. Ferguson is in a meeting, you'll have to wait. Please take a seat. Can I get you a..."

Before Ferguson's secretary could finish her sentence, Lopez reached over the desk and pressed the door buzzer, allowing her into the vast office which James Ferguson usually called home.

"Miss Lopez! What a pleasant surprise, if an untimely one."

"James, I think we have a problem."

The doors to the office slammed shut.

CHAPTER IV

Ferguson burst out of his office and into the express elevator. Within seconds, he had reached the fiftieth floor, the Penthouse office, home to Korsby and his partner Steve Grange. Steve Grange was the typical playboy - although he had partially funded Cybertech's meteoric rise, he took no part in the development of the company, only a financial interest and a seat on the board. Ferguson entered Steve's office, sat down and explained the situation in as calm a manner as he could.

"James, you're telling me that not more than twenty minutes ago Dr. Knowles injected our president with... an assassin?"

"We're not absolutely positive what the injection contained. It seems unlikely that Knowles would inject Korsby with an assassin. More likely is the possibility that Knowles has injected Korsby some sort of miniaturized invader, programmed to do goodness knows what. We have to get those intruders out. That is why I suggest we activate MICRO."

MICRO (Military Internal Cruise and Recon Operatives) was absolutely Top Secret. Only the highest ranking members of Cybertech's executive staff knew of its existence. The project was not scheduled for public knowledge until much later in the year. A technical breakthrough such as MICRO would give Cybertech the edge over all of its competitors and assure its continued status as **Corp 1** for many years to come.

"I think it's fairly obvious that Dr. Knowles is using our own technology to threaten Korsby."

Grange stared out over the city from his penthouse office. He turned to face James. "Can we attempt to pursue the assassin?"

"Yes, Steve. But we have to do it without Knowles or whoever he's working for knowing about it, or else there will be immediately retaliation. Of course, the worst case scenario is that Korsby will be killed by these intruders. We must get Korsby's body into the MICRO labs and prepare our own devices for injection to hopefully thwart whatever is going on in his body!"

"How long have we got?"

"About twenty-five minutes."

"Is that enough time to properly prepare the implants?"

James Ferguson looked at Steve with intense concern. "It will have to, we have no alternatives."

Before Ferguson had finished, Grange was already on his data console, ordering express transport to take them to the Medical Wing...



Initialization Sequence

There is no greater mistake
than facing an enemy
unprepared...

HANDLING YOUR SEGA CD

1. This Microcosm CD is intended solely for use with the Sega CD System.
2. Do not bend it, crush it or submerge it in liquids.
3. Do not leave it in direct sunlight or near a radiator or other sources of heat.
4. Be sure to take an occasional recess during extended play, to rest yourself and the Sega CD.
5. **KEEP YOUR CD CLEAN.** Always hold by the edges and keep it in its case when not in use. Clean with a lint-free, soft dry cloth - wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

STARTING MICROCOSM:

1. Set up your Sega CD system according to the instruction manual supplied with the system. Microcosm is programmed to take full advantage of the Sega CD System's stereo capabilities, so hook your Sega CD up to a stereo to fully experience the awesome sound effects and soundtrack!
2. Insert the control pad into number 1 port.
3. Make sure that there is no cartridge in the slot on your Genesis. If there is, **turn the power off** to your system, and then remove the cartridge. **Warning: Never insert or remove a cartridge from the console while the power supply is on!**
4. Follow the instructions provided with your system to open the CD drive and insert the CD onto the bed of the drive, making sure that the printed side face upwards.
5. Close the drive following the instructions which came with your Sega CD System
6. Press the **START** button to begin play.
7. After a brief pause, you should see the Sega logo. If it fails to appear, turn the console off, make sure that it is set up correctly and turn the machine back on.
8. To skip the introduction, press the **START** button until the Main Menu appears.

MAIN MENU

This is where you'll arrive after viewing the Introduction Sequence (or pressing **START** during the Introduction). Your options here are to **Start** the game, or to enter a **Password**. Move between the two options by pressing the **UP** and **DOWN D-BUTTONS**. Make your selection by pressing the **START** button on your control pad.

Start - This will start your mission in the Cephalic Vein, at your initial injection point.

Password - Once a section has been completed, a password will be displayed which should be written down. The password, which consists of symbols, should then be entered, using this screen, to return to that section at a later date. Input passwords by pressing up or down to change the symbol and left or right for the next 'digit.' Pressing **START** on the Control Pad enters the game at the selected level.





Mission Briefing

The war for the Free Will
of Tiron Korsby
begins now...

MISSION OBJECTIVES

You play the part of an elite Cybertech agent. Your objectives are simple:

To clear the body of the 'alien' invasion

To destroy the VO Capsules

To locate and remove the unit that is controlling Korsby's actions: Grey M.

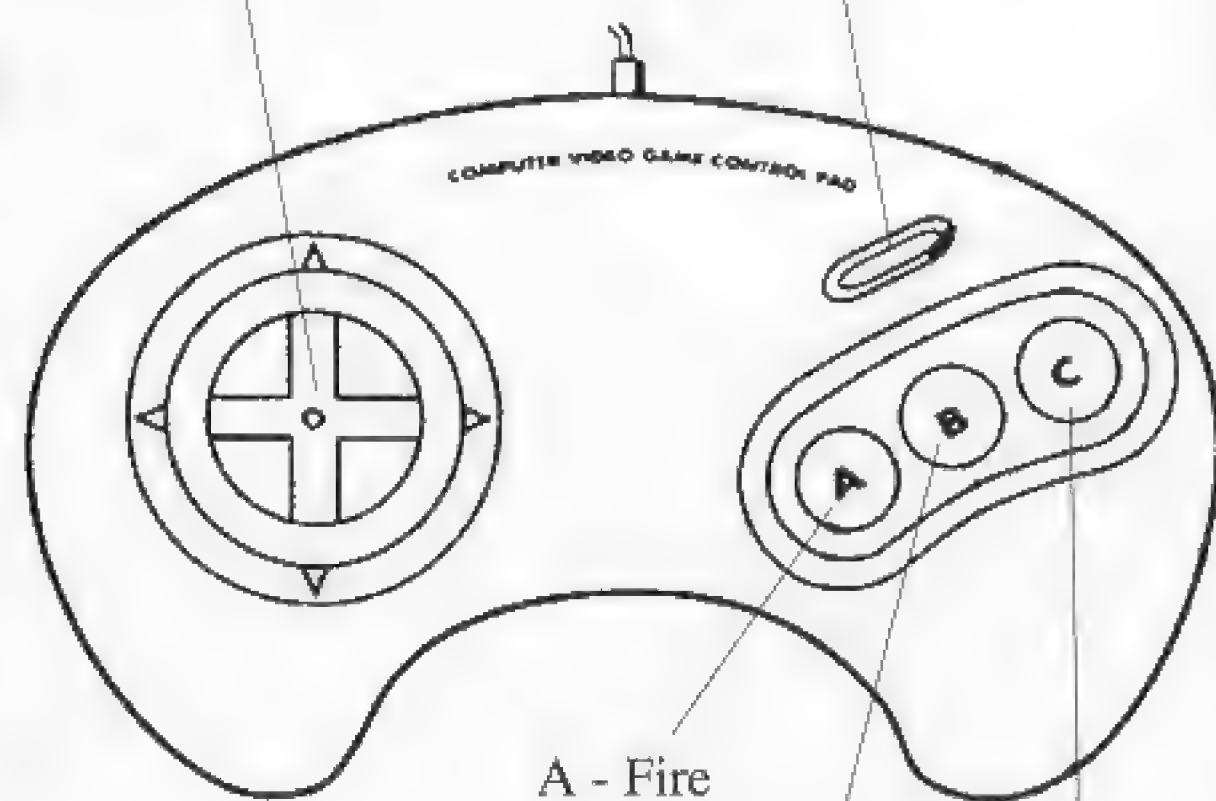
The completion of your mission is absolutely critical. If you succeed, your reward will be generous beyond the bounds of imagination. If you fail, your life is forfeit, and Cybertech Corp will surely dissolve.

CONTROL INTERFACE

Below is a diagram of a Sega CD Control Pad.

D-Button - 360 degree vehicle movement

Start - Pause game/skip introductory sequence



A - Fire

B - Change weapon

C - Smart bomb

THE GAME SCREEN

On the game screen, there are several features which will allow you to make full use of your vehicle's capabilities and access all necessary status information.



Lives:

The **LIVES** indicator in the top right-hand-corner of the game screen displays just how many ships remain before you fail your mission.

Energy Bar:

Along the top of the screen, an energy status bar is displayed. When the vehicle is hit, the energy bar shortens. When the bar reaches zero, the vehicle is destroyed.

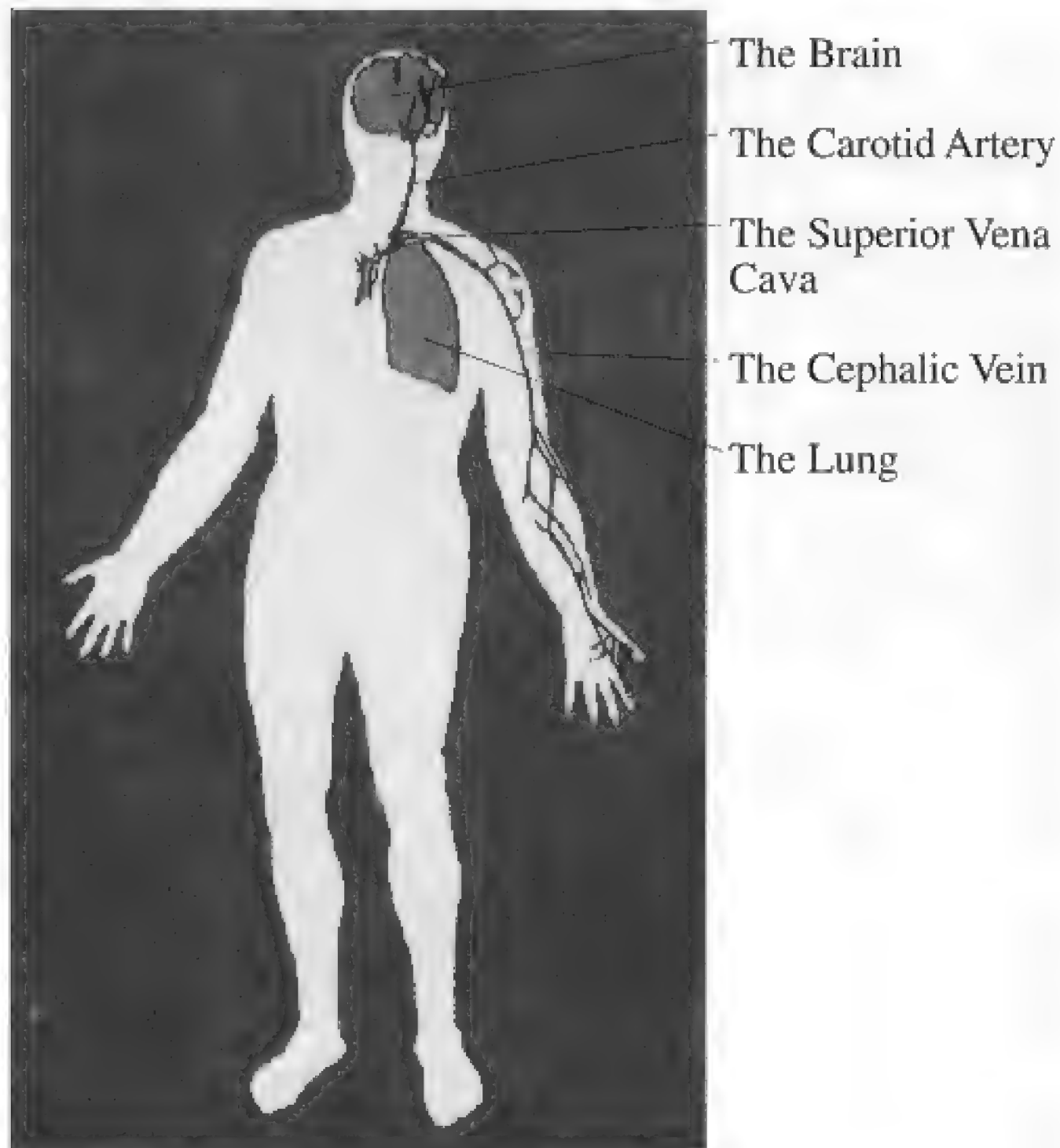
Weapons Upgrades:

Throughout the game, bonuses and weapons upgrades appear on screen, placed there by Knowles for use by his miniaturized war machines. When you pick these items up, the appropriate weapon increase is displayed in the bar along the bottom of the screen. The appropriate icon will highlight, and a number will appear below it to indicate the number of rounds or shots of that particular weapon are available.

Refer to the vehicle description section of this manual for weapon's descriptions.

THE MISSION

The mission encompasses 5 regions which must be cleared in Korsby's body. These are:



The following information is a detailed synopsis of these levels and their importance within the human body (and, to Korsby's continued well-being).

THE CEPHALIC VEIN

A thousand miles of blood vessels keep a constant flow of blood coursing through the human body.

The veins themselves are bound by walls which are thin and slack. This is necessary because by the time blood reaches the majority of the body's veins, the blood has lost most of the pressure created by the heart. By the time it reaches the veins, it is a dark reddish-blue color, having lost most of the oxygen it was carrying. At any one time, the vascular system contains about seventy-five percent of the body's blood.

A cephalic vein resides in both arms of the human body.

This initial section has a fairly sparse distribution of Knowles' mechanical agents. Thus, while still challenging to all but the most experienced agents, this section may be considered a training phase that will allow the agent to get him or herself accustomed to the controls.

OUTLINE

Theater: ----- Left arm

Vehicle: ----- Pod

Special Notes: ---- Light Enemy Infiltration

THE LEFT LUNG

The lung's task within the human body is very simple. Their stretchy, spongy structure permits them to continually expand and contract, bringing oxygen in through the trachea and pushing carbon dioxide and other waste products out.

The surfaces of the tiny chambers in the lungs are only one cell thick, encouraging bi-directional diffusion of gases.

The pumping system that powers the lungs involves the cage in the chest created by the spine, ribs and breastbone (ster-num), and two sets of muscles, the most important of which is the diaphragm, separating the chest (thorax) region from the abdominal cavity.

Each lung is wrapped in a thin, slippery membrane, the pleura, which folds back on itself to line the inside of the chest. This membrane helps lubricate the lung as it slides against the rib cage.

This section has far more enemies than the Cephalic Vein. More enemies are concentrated here, simply because of proximity to Grey M. The agent's skill in dealing with various obstructions is tested here. This region also introduces another vehicle and features a high speed pursuit of an enemy craft.

OUTLINE

Theater: ----- Upper torso
 Vehicle: ----- Hunter Killer
 Special Notes: --- Intricate tree-like filaments
 Enemy Capsule Pursuit sequence

THE SUPERIOR VENA CAVA - THE HEART

The superior vena cava is the larger of the two major veins that carry deoxygenated blood to the right hand atrium of the heart.

The superior vena cava carries blood from the arms and the head. The inferior vena cava carries blood from the lower body.

The heart is the main element in the circulatory system, acting as a large pump and forcing the blood through the arteries and veins in a never-ending circulation of the body. It is basically a large and complex collection of muscles which contract in a regular manner according to the demands being made by the body.

This section contains a wide selection of enemies and will allow the agent to hone his or her combat skills in a demanding environment.

OUTLINE

Theater: ----- Chest cavity
 Vehicle: ----- Pod
 Special Notes: ----- High-Speed maneuvering down winding veins

THE CAROTID ARTERY

The carotid artery is a large blood vessel found in the neck which supplies blood to the brain.

Arteries are a circular sandwich of yellow elastic fibers which transport freshly oxygenated blood from the heart to all the major organs. The elastic design helps to absorb the tremendous pressure wave created by each heartbeat, and ensures that by the time the blood reaches the tiny fragile capillaries, it is oozing rather than spurting. The pressure wave is evident after its journey along the arm to the wrist, commonly known as the pulse.

This section features the use of a laser in a chase along the veins in pursuit of two rogue capsules.

OUTLINE

Theater: ----- The neck
 Vehicle: ----- Hunter Killer
 Special Note: ----- Fast winding veins
 Destroy two capsules

THE BRAIN

The human brain sets humans apart from the rest of the animal kingdom. It gives us the ability to reason, to communicate with others, to learn and to remember.

The brain is the body's central processor which controls every thought and most movement. Information from all parts of the body is carried by sensory nerves to the brain, where it is integrated with direct input from external senses.

The adult brain weighs about three pounds, has a highly wrinkled appearance, and contains some ten billion nerve cells.

Grey M is located within this area. This final region can only be entered when all other sections are complete, to prevent Grey M from becoming aware of the agent's actions, and taking retaliatory measures.

OUTLINE

Theater: ----- The head
 Vehicle: ----- Pressure Suit
 Special Notes: ----- Find and disable Grey M

PORTALS

Once docked with a portal, an agent can walk to the Airlock (by pressing on the **UP**, **LEFT** or **RIGHT D-BUTTONS**), where he or she will be transported at high speed along a connection tube to the specified area of the body. In order to expedite the mission, Cybertech's scientists have implanted Portals within Korsby's body. Once docked with a portal, an agent can walk to the Airlock, where he or she will be transported at high speed along a connection tube to the specified area of the body.

The portals have been implanted specifically for this purpose, and therefore have no other use within the mission. During the agent's miniaturization process, Cybertech scientists have noted that some of Knowles' mechanical agents have detected the portals, and have taken up station around them. The agent should not be surprised to encounter resistance at some portals.



Vehicle Technical Details

An armada of
war machines
that will fit
on a pin...

VEHICLE TECHNICAL DETAILS

Throughout the mission the agent will be provided with the most appropriate vehicle for the region he or she is currently in. The appropriate vehicle will be provided when you arrive at your target Portal.

The vehicles used are:

SPOOK Series 4 POD
Hunter Killer RS-18
S2-21 Pressure Suit

All of these vehicles are standard Cybertech-issue vehicles which have been miniaturized for this mission. Please be aware that because of time limitations, the Cybertech staff has not had time to fully investigate the effects which this process may have on large-scale machinery.

SPOOK SERIES 4 POD

The Spook Series 4 POD is a one-man craft originally brought into service in 2042. Designed as a rescue craft, its main use is as an attachment to the larger craft in the fleet, the Series 1 and Series 2, both nuclear powered submarines.

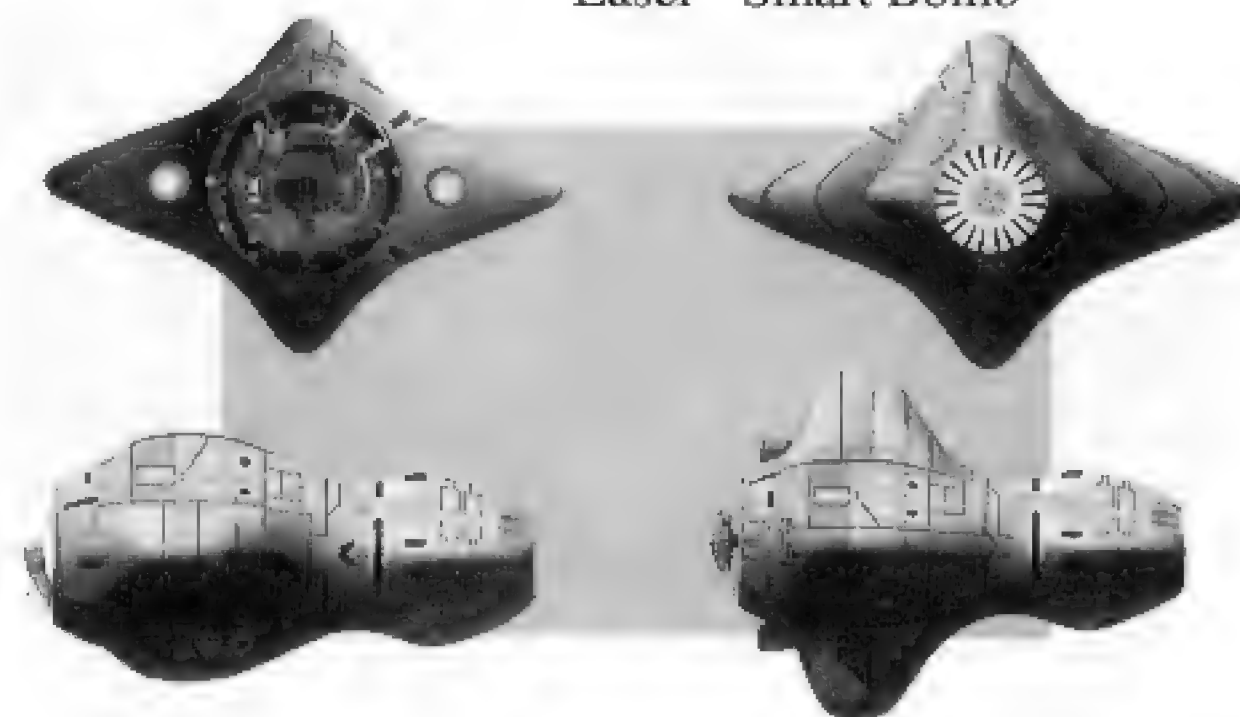
Origin :	Cybertech Incorporated
Type :	Rescue Pod
Displacement :	Surfaced 110 tons, Submerged 160 tons
Dimensions :	24' x 10.5' x 8'
Drive :	S-421 Caterpillar
Maximum Diving depth :	600'
Armament :	Two laser cannons, 4 by 4 impulse
Crew :	One
Number in Class :	Seven in service
Constructed :	2042 to 2049.

During this mission, the Spook Series 4 POD is the major vehicle used in travel. The craft is not quick enough to capture the capsules. The agent will use the Pod in :

Section 1 - The Cephalic Vein
Section 3 - The Superior Vena Cava & the Heart

Weapon Inventory Panel: *(In the order they appear on the screen)*

Single Fire - Double Fire -
Companion Cannon - Missile -
Laser - Smart Bomb



HUNTER KILLER RS-18

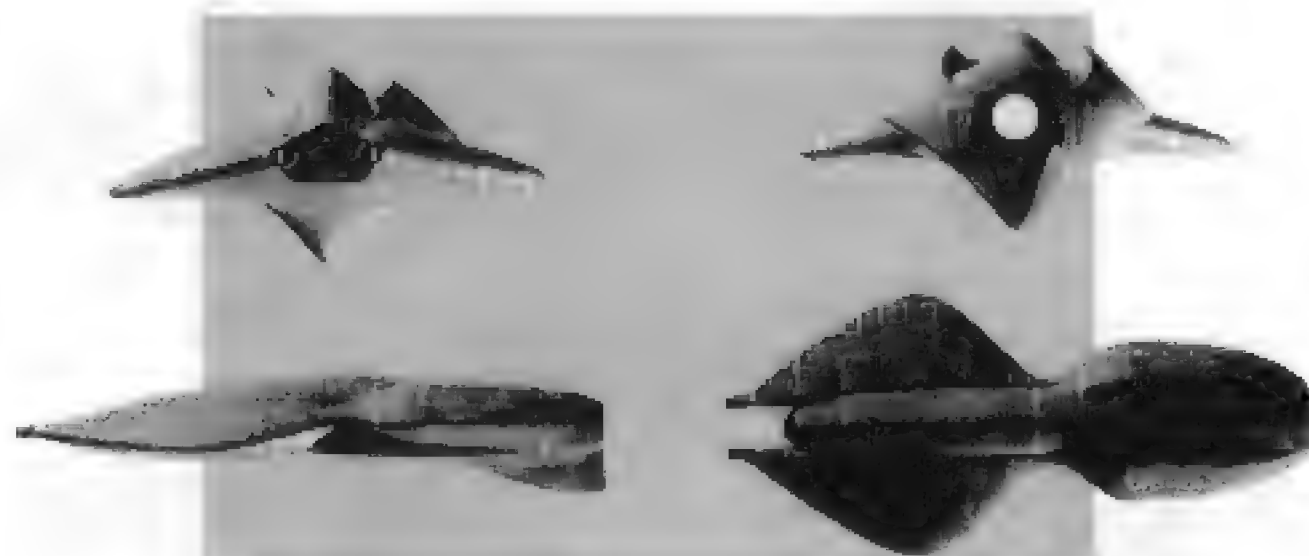
The Hunter Killer was brought into service in 2045 and was designed as a one-man chase craft. Due to its diminutive size it is capable of higher speeds than any other model in the fleet and carries enough firepower to destroy a ship over twenty times its size.

Origin : Cybertech Incorporated
Type : Manned-missile Submersible
Displacement : Surfaced 102 tons, Submerged 148 tons
Dimensions : 24' x 8' x 6.5'
Drive : S-422 Caterpillar
Maximum Diving depth : 548'
Armament : Twin cannons, 16 by 16 high-impulse
Crew : One
Number in Class : Twelve in service
Constructed : 2045 to present day.

During this mission, the Hunter Killer is used where speed and destructive powers are necessary, when chasing the capsules. The agent will use the submersible in:

Section 2 - The Left Lung
Section 4 - The Carotid Artery.

Weapon Inventory Panel: *(In the order they appear on the screen)*
 Single Fire - Double Fire -
 Triple Fire -
 Companion Cannon - Laser -
 Toric Laser - Shield



S2-21 PRESSURE SUIT

The S2-21 has long been in use for mining below the waters on Bodor. The suit is generally used by Marines for repair work on rigs and carries welding equipment as well as a small laser. It has recently been replaced by the S2-27 (its successor) which can be used in space as well as underwater. Unfortunately, no S2-27s were available for this mission.

Origin : Cybertech Incorporated
Type : Manned Pressure Suit
Dimensions : Variable
Drive : ST-12 Single jet propulsion system
Maximum diving depth : 400'
Armament : Single laser, 3 by 3 impulse
 Additional welding equipment
Number in Class : Over 17,000 in service
Constructed : 2039 to present day.

During this mission, the Pressure Suit is used in only the final area where all other craft are too large to enter. The Suit appears only in:

Section 5 - The Brain

Weapon Inventory Panel: *(In the order they appear on the screen)*
 Single Fire - Double Fire -
 Triple Fire -
 Companion Cannon - Laser -
 Rapid Fire - Smart Bomb



WEAPONS UPGRADES

The weapons upgrades found in each region depend upon the craft being used. The following weapons upgrades can be found throughout the mission, although in the Left Lung and the Carotid Artery, your vehicle is equipped before the mission begins and weapons upgrades are not available.

- 2 - Double Fire
- 3 - Triple Fire
- O - Orbiter
- F - Flamer
- SB - Sonic Blast
- S - Shield
- Ship - Extra Life, levels 1 & 3
- Suit - Extra Life, level 5
- SB - Smart Bomb (only where Sonic Blast is not available)



Background Detail

Information
on the solar system,
and the family of planets...



THE SUN

Consisting mainly of hydrogen and helium and, much like Earth's own sun, produces energy by nuclear fusion.

Diameter: 1,401,000 km

Rotation period (in Bodor timescale):. 26.2 days

Surface temperature: 6,000°C/10,000°F

Notes: Some exploratory droids have been dispatched to the sun, but none have yet returned

PLANETS

CALLHINOR is the planet nearest the sun

Mean distance from the sun: 58,744,000 km

Diameter: 6,987 km

Rotation period (in Bodor timescale):. 0.76 days

Surface Description: Rocky

Atmosphere: Minute quantities of Nitrogen, Oxygen

Notes: Callhinor is extremely volcanic. Experiments are currently taking place on Callhinor in an effort to harness and utilize the power of her volcanoes and seismic action.

EGONIAGA is the second planet from the sun

Mean distance from the sun: 96,786,000 km

Diameter: 4,876 km

Rotation period (in Bodor timescale):. 0.84 days

Surface Description: Rocky

Atmosphere: Primarily Carbon Dioxide

Notes: Egoniaga is covered with desert. Water is an extremely scarce resource, residing primarily underground and locked up in polar ice. Although some mining takes place on Egoniaga, she is best known for her ever-growing penal institutions.

QUIGGIN is the third planet from the sun

Mean distance from the sun: 121,533,000 km

Diameter: 12,104 km

Rotation period (in Bodor timescale): 0.89 days

Surface Description: Rocky with large concentrations of Iron

Atmosphere: Primarily Nitrogen and Oxygen

Notes: Quiggin is an extremely green planet, being covered primarily by forest and jungle. The Corporations are taking advantage of this, and pillaging Quiggin for trees and minerals. However, small areas are kept sacrosanct by Corporations for those who are wealthy enough to afford a vacation here.

BODOR is the fourth planet from the sun

Mean distance from the sun: 148,000,000 km

Diameter: 13,123 km

Rotation period: 24 hours 1 minute 1.2 seconds (1 day)

Surface Description: Rocky with large concentrations of Iron

Atmosphere: Primarily Nitrogen and Oxygen

Notes: Earth-like in both size and atmosphere. A few thousand years behind earth's evolution and although plant and animal life abound (some of which is very strange). The only humanoid life-forms are the colonizers.

HEALEY-KAE is the fifth planet from the sun

Mean distance from the sun: 200,221,000 km

Diameter: 6,983 km

Rotation period (in Bodor timescale):. 1.88 days

Surface Description: Water, with Rocky outcroppings

Atmosphere: Primarily Nitrogen, and Oxygen

Notes: Eighty-eight percent of Healey-Kae's surface is covered with water. More and more interest is being taken in what lurks beneath the waves. Corporations are investing, inventing and experimenting in underwater technology. Most Corps see this planet as either the resource of the future, or Man's next massive colonization target.

OUIDA is the sixth planet from the sun

Mean distance from the sun:..... 560,856,000 km

Diameter: 142,897 km

Rotation period (in Bodor timescale):. 11.9 days

Surface Description: Rocky

Atmosphere: Hydrogen, Helium

Notes: Ouida is a cold, dead planet. The atmosphere will not sustain life, making human existence here very tenuous. Workers are rumored to be paid four times the going rate to mine here. Much of Ouida remains unexplored.

KALUM KOLL is the seventh planet from the sun

Mean distance from the sun: 1,056,137,000 km

Diameter: 2,700 km

Rotation period (in Bodor timescale):. 29.50 days

Main constituents: ----- Rocky, various frozen substances

Atmosphere: ----- Liquid methane

Notes: Frozen riches lie beneath the ice floes. Kalum Koll holds many secrets, some its own, others kept by the Corporations. Rumors of a penal colony existing somewhere on its frozen wastes abound.

MOONS

BODORETTE

Orbits Bodor, itself somewhat Earthlike. Its hospitable environments supports several colonies.

REATHE

Orbits Quiggin, but its forests are not as dense as on her mother planet, due to temperature variations. Life is abundant. Reathe is rich in minerals.

MEKITE

Orbits Callhinor. No indigenous life exists here, but Mekite is very rich in minerals.



Credits

To whom
may we credit
the creation of
the universe...

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 Garvan Corbett
 Paul Franklin
 John Harris
 James MacDonald
 Rogan MacDonald
 James Robinson
 Digby Rogers
 Louise Smith

The Programmers:

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 Martin Linklater
 Dominic Mallinson
 Simon Moore
 Stuart Sargasson
 Dave Smith
 Andrew Toone
 David Worrall
 Chris Wylie

**Music Composed,
Produced and
Performed by:**

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 Kevin Collier
 Phil Morris
 Tim Wright
 Rick Wakeman

Quality Assurance:

Jeff Clushaw
 Jason Ennion

Concept:

Neil Thompson
 Nik Wild

Story:

Mark Tsai
 Nik Wild

Marketing and Publicity:

Mark Blewitt
 Sue Campbell
 Maggie Goodwin
 Phil Sandock

Manual Text:

Richard Browne
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 Mark Tsai
 David Worrall

D.T.P. - U.K:

Keith Hopwood

D.T.P. - U.S:

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 Richard Browne
 John Harris
 Nick Burcombe
 Jim Bowers
 Andy Toone
 Simon Moore
 Jeff Bramfitt
 Mike Waterworth
 Neil Thompson
 Louise Smith

Ending Sequence:

Paul Franklin
 Garvan Corbett
 Nicky Carus-Westcott

NOTES

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Who is the primary user?

Name _____

Address _____

City _____ State _____ Zip _____

Age/Date of Birth _____ Male _____ Female _____

Game Purchased _____

Name of store where you bought this game _____

What video game system(s) do you own?

☐ NES (8 bit) ☐ Sega Game Gear ☐ TurboGrafx

☐ Macintosh ☐ Super NES (16 bit) ☐ Sega Genesis

☐ Turbo Express ☐ MS-DOS ☐ Nintendo Game Boy

☐ Sega CD ☐ Atari Lynx

How many games do you own?

☐ 1-5 ☐ 6-10 ☐ 11-20 ☐ more than 20

What kinds of games do you like?

☐ Cartoon & Super-Hero ☐ Fantasy/Action

☐ Fantasy Role Playing ☐ Fighting Adventure

☐ Futuristic ☐ Movie-Based ☐ Puzzle/Solving ☐ Shooter

What video game magazines do you read?

☐ Electronic Gaming Monthly ☐ Electronic Games

☐ Game Players ☐ GamePro ☐ Sega Visions

☐ Video Games and Computer Entertainment

Any suggestions for a new game? _____

How did you hear about this game? _____

If you could change this game what would you do? _____

Where do you get your gaming information? _____

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